

GAME BOY ADVANCE

AGB-B86E-USA

# Hello Kitty®

happy party pals



INSTRUCTION BOOKLET

THQ



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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**Rev-D (L)**



# Contents

Introduction .....	2
Controls .....	3
Getting Started .....	4
Party Time .....	5
Password .....	5
Party Games .....	5
Party Time Game Mode .....	6
The Inventory Screen .....	12
The Journal Screen .....	13
13 Party Games .....	14
Some Tips .....	23
Credits .....	24
Limited Warranty .....	25





## introduction

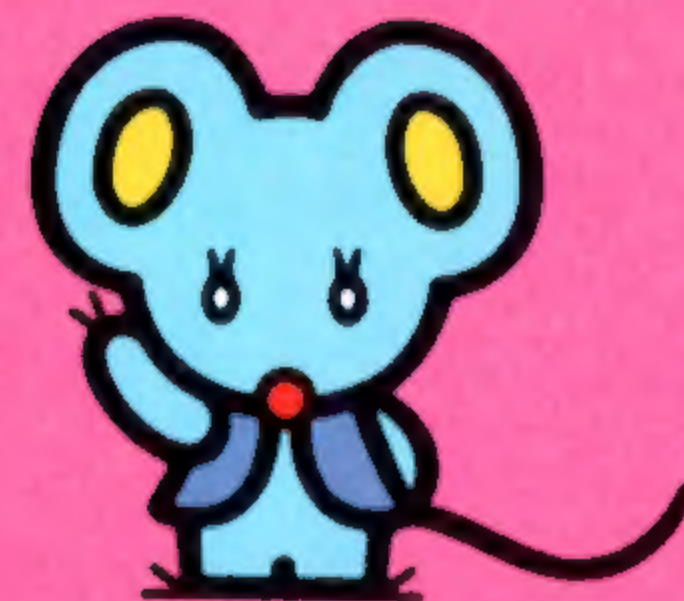
Hello Kitty is throwing a party and she needs your help to plan everything! What kind of games will she play? What kind of music will she have and what food will she serve? It's up to you and Hello Kitty to plan the perfect party!

Hello Kitty lives in a world that is a combination of reality and make believe, and the games will reflect this combination of worlds. Party Time mode is a reflection of reality, in which Hello Kitty accomplishes normal every-day tasks. In Party Time mode, Hello Kitty must plan her party, invite her friends and select music to play. In contrast, Party Games include fantastical settings where Hello Kitty's imagination runs wild. In Party Games, Hello Kitty will solve puzzles, and go on a wild party shopping spree.





# Controls



BUTTON	ACTION
Control Pad	Highlights menu selection and controls Hello Kitty
A Button	Confirm selections
B Button	Cancel selection; return to previous screen
START	Pauses game
SELECT	Brings up Inventory/Journal screen in Party Time mode
L Button	Toggles between the inventory and journal menus
R Button	Toggles between the inventory and journal menus





1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of Hello Kitty Happy Party Pals into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The legal and logo screens will appear (if you don't see them, begin again at step 1).

When the main menu appears start a new game by moving the flower cursor pressing Up on the Control Pad to the "Party Time" menu item and press the A Button to select.





**Party Time** - Selecting Party Time from the main menu will allow you to explore 5 fantastic scrolling worlds where Hello Kitty and her friends spend their time - the park, the neighborhood, the shops, the beach and Hello Kitty's house and backyard.



**Password** - Once you throw a successful party you will receive a password. Write down this password so you can proceed to a more advanced party the next time you play.



**Party Games** - Selecting Party Games will take you directly to the menu of 13 fantastical games where Hello Kitty will solve puzzles and go on a wild shopping spree to prepare for her party. Scroll through the choice of games by pressing on the Control Pad and pressing the A Button to select a game.





The goal of the game is to throw a successful party. At the end of each party, the player receives a "party rating." If you receive a high enough party rating, you may continue on to the next party level. To explore Hello Kitty's world choose Party Time from the Main Menu and you will find Hello Kitty in her bedroom. To let Hello Kitty move around and explore:

- Press the Control Pad Up and Hello Kitty will walk backward.
- Press the Control Pad to the Left and Hello Kitty will turn left.
- Press the Control Pad to the Right and Hello Kitty will turn right.
- Press the Control Pad Down and Hello Kitty will walk forward.
- Pressing the A Button when facing someone will bring up a dialog box. If the dialog box offers a selection of actions press the Control Pad to highlight the action and press the A Button to select the action. To get rid of the dialog box press the A Button again.
- At any time during the game just press the B Button to cancel your selection and return to the previous screen.



## The goals of the game are to:

- **Invite friends** – There are two ways that Hello Kitty can invite friends to her party. She may invite them directly by finding them and talking to them. Hello Kitty interacts with other characters by walking up to them and pressing the A Button; a dialog will pop up with choices. Press the Control Pad to point to the choice and Press the A Button to select. Hello Kitty may also send them an invitation in the mail by writing a note from the stationary on her desk.



- **Collect objects** – Hello Kitty can acquire items by finding them in the world or by winning them by playing party games. To pick up an item found in the world, Hello Kitty must go up to that item and press the A Button to pick it up. Once an item is picked up, it will appear over Hello Kitty's head for a brief second as pictured to the left.



# Hello Kitty

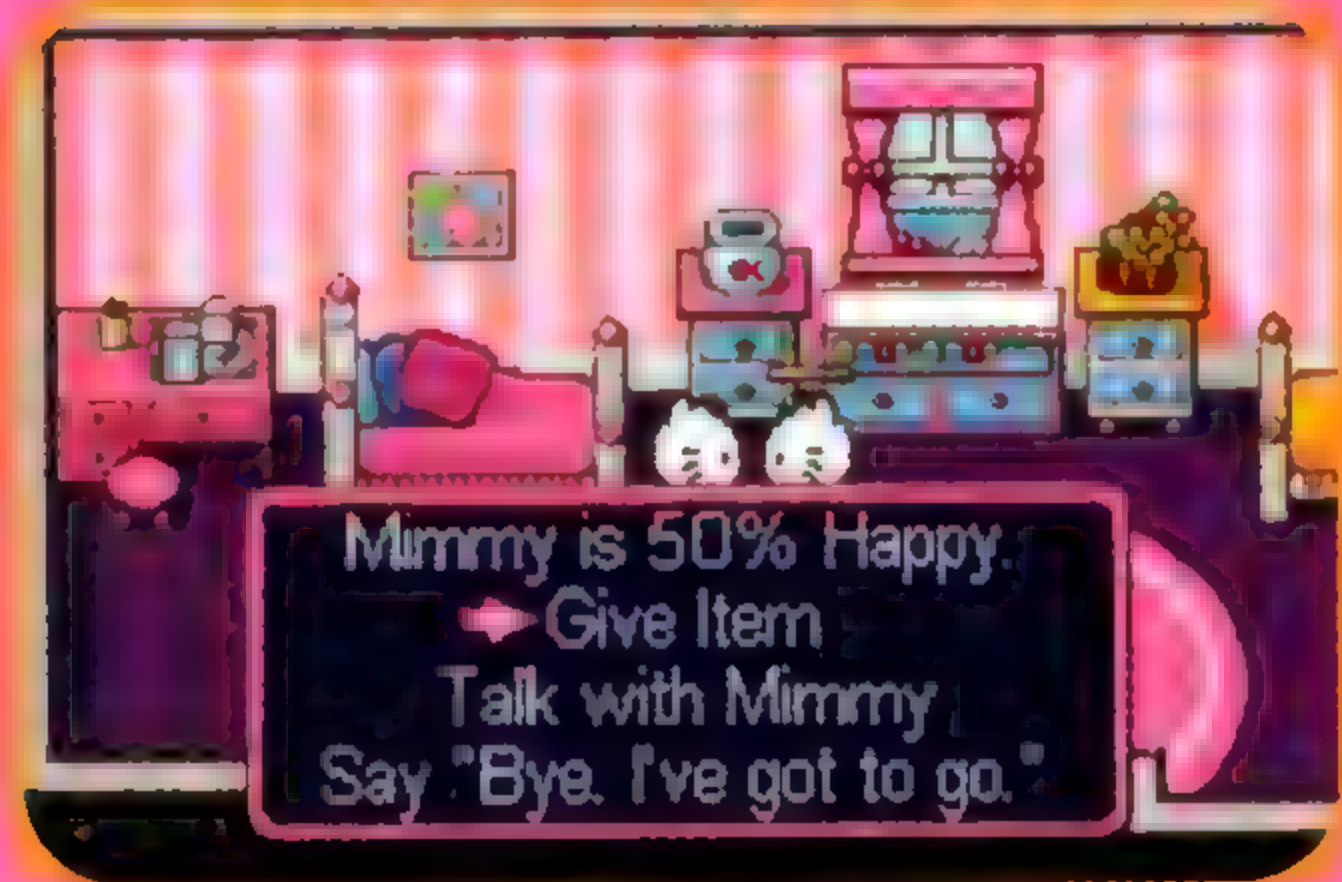
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To give an item to another character, press the Control Pad to choose the item. Press the A Button to select this choice.

**Keep people happy** — All of Hello Kitty's friends have a "Happy Meter." Hello Kitty must keep others happy if she wishes to have a successful party. Actions that affect the "Happy Meter" include:

1. Talking with her friends
2. Giving items to her friends
3. Playing games with her friends
4. Inviting her friends to the party
5. Planting flowers in the designated flower beds
6. Picking up garbage and throwing it away in the recycle bin

Be careful! Some friends are picky and certain items will actually have a negative impact on their "Happy Meter."





**Decorate the party area** - There are 5 party areas throughout the game. Decorate the party areas with balloons, a tablecloth and banner before the party begins to get a better party rating. Below you will find Hello Kitty's backyard, which is one of the six party areas, before and after it has been decorated.





# Hello Kitty

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**Throw a party** – When Hello Kitty is ready to throw a party, she must go to the party area for that level. For example on the first level the party area is in her house. Walk up to the chalkboard and press the A Button as seen in the screen to the right.

A dialog will appear and ask if the player would like to start a party.





Press the Control Pad, highlight your choice and select by pressing the A Button. After starting a party the invited friends will arrive. Now it is up to Hello Kitty to keep her friends happy so she can receive a good party rating. Friends are kept happy during a party by doing the following:

1. Playing music
2. Feeding Hello Kitty's friends
3. Giving gifts
4. Playing games with Hello Kitty's friends
5. Talking with Hello Kitty's friends
6. Making sure there are adequate party decorations



**Note:** Not all of the above items are available for all of the parties.

The party timer counts down. When the party timer reaches zero, Hello Kitty receives a party rating. If the rating is high enough, the player will receive a password and proceed to the next party level.



## the inventory screen

Pressing Up or Down on the Control Pad will move the arrow up and down and will scroll through the entire list of items.

The Up and Down direction arrows on the Control Pad move the arrow up and down and scrolls through the entire list of items. To choose an item press the A Button. The Inventory Screen can be accessed at any time by pressing SELECT. To exit out of the Inventory Screen press the B Button.

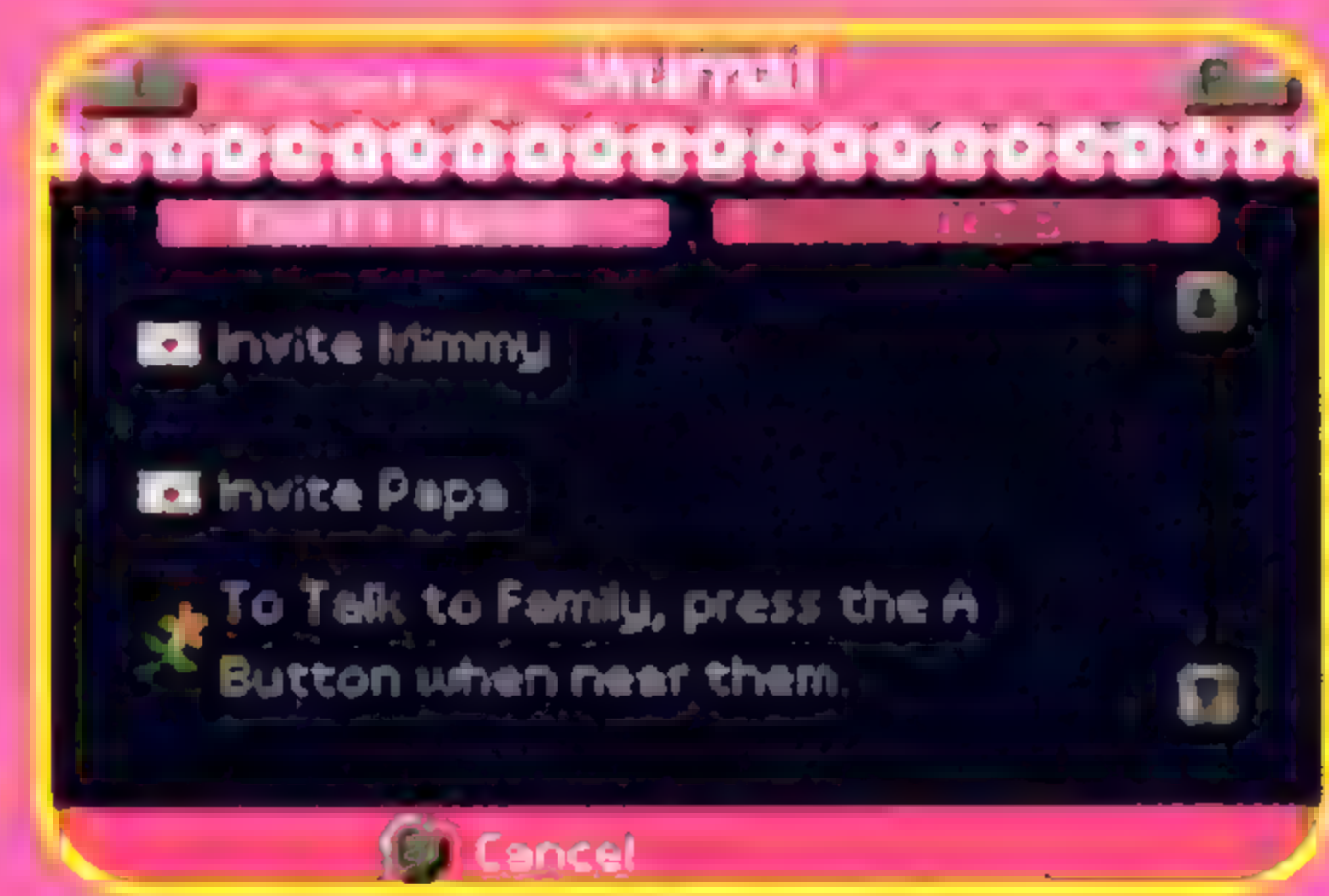




## the Journal screen

The Journal Screen shows which Friends must be invited to the party in order to throw a successful party.

The L Button and R Button toggle between the Inventory and the Journal screens. Pressing Left and Right on the Control Pad toggles the Journal between Party Tasks and Tasks Complete. To exit out of the Journal Screen press the B Button.





# Hello Kitty

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If you want to go right to the games choose Party Games from the Main Menu.

Scroll through the game menu by pressing Up and Down on the Control Pad. Press the A Button to select your game. Press START to Pause, Continue, Retry or Quit a game from Party Games.



**Sleepy Shop** - Grab the party items at the top of the screen but be careful not to get hit by the shopping cart. Press the Control Pad to move Hello Kitty Left, Right, Up and Down.



**Gift Grab** - Clear all the gifts from the shop. Press the Control Pad to highlight three or more of the same color gifts and press the A Button to select them and make them disappear.



**Card Match** - Find the matching pairs. Press the Control Pad to highlight a card and Press the A Button to turn the card over. Match all the pairs. If matched items are a Friend's Favorite they will appear in the thought bubble above Hello Kitty. Remembering Friend's Favorite things is helpful when playing the Party Time mode.







**Puzzle Slide** - A famous Hello Kitty masterpiece has been scrambled and you have to put it back in the correct order. Press the Control Pad to highlight the piece and press the A Button to move the piece. Pressing the B Button will reset the scramble of the puzzle.

**Bouncing Balloons** - Clear the screen of all the balloons. To begin clearing the screen, launch a balloon into a group of the same color balloons and watch them pop. Press the Control Pad to aim the balloon popper. Press the A Button to float a balloon into the air.





**Music Jam** - Keep Hello Kitty jamming by pressing the correct button as it scrolls across the screen. Just as the button moves over the circle rainbow press it to keep the music going and the stars flying. The button corresponds to the buttons on the Control Pad. The A Button, B Button, L Button and R Button all correspond to the buttons on the Game Boy Advance.



**Music Memory** - Repeat the tweets in the order you hear them. Use the Control Pad to select a bird. The meter on the bottom of the screen indicates how much longer the sequence will continue.



**Friendship Notes**— Hello Kitty can invite her friends to the party by sending invitations. Press and hold the B Button while pressing Up or Down on the Control Pad to choose a tool and then press the Control Pad Left or Right to choose an option. If the stationary or pencil tool is selected, you can press or hold the A Button to draw. From top to bottom the functions are:

1. Address "who" the invitation is for (via a picture)
2. Select the stationary background. CAREFUL: You can lose your work if you switch paper after you have started to draw.
3. Select a sticker
4. Select a stamp
5. Select the color ink for the stamp
6. Erase clears the page



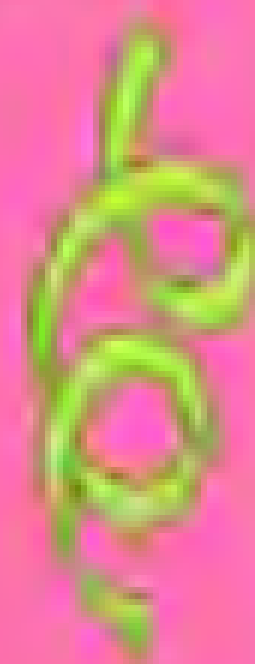
Press the Control Pad and the A Button to stamp symbols on the stationary. To send an invitation, highlight the send button on the bottom right of the screen and press the A Button to activate.





**Pinball Party Dress** - A fun Hello Kitty pinball game. Press the A Button to release the spring that will launch the ball. Use the L Button and the R Button to operate the flippers. The goal is to score points. Watch for the party items that appear on the pinball table.

**Bowling** - Roll the ball into the High Scoring holes. Use the Control Pad to aim the ball. Hold, and then release the A Button to roll the ball.

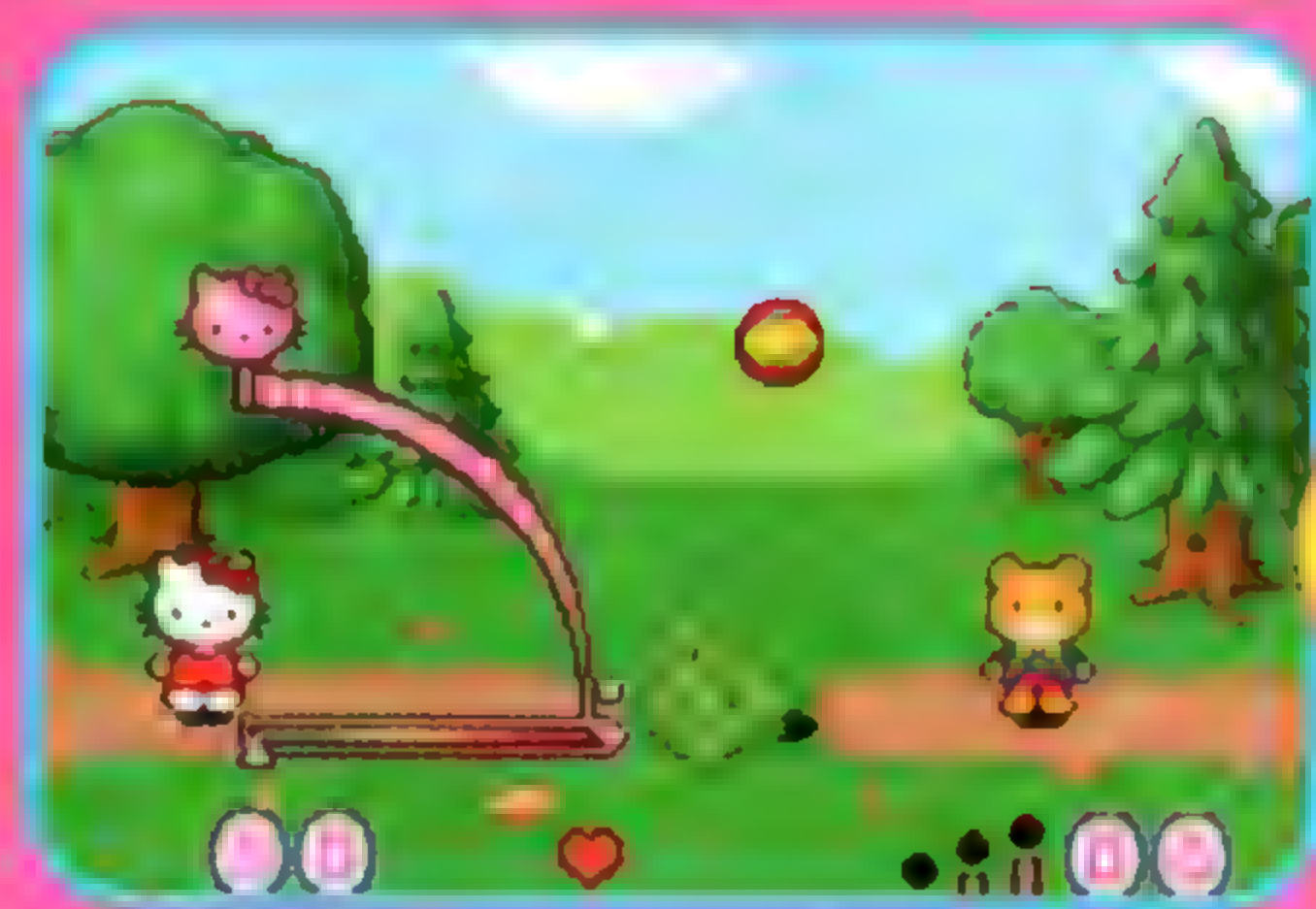




# Hello Kitty

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**Cutie Catch** - Hello Kitty wants to play catch with her friends. Press Up on the Control Pad to set the arch of the ball toss. This will be indicated by the little white dot that travels up the pink arch as shown in the picture below on the left. Then, press the A Button to select the force you want to toss the ball and release the A Button. The force indicator is the arrow that travels along the rainbow on the bottom of the meter.







**Creaky Cakes** - Hello Kitty must make as many cakes as she can before the timer runs out. Press the Control Pad to move the cursor around the stove - pressing the A Button to pour the batter. Once the batter is set, highlight the cake with the cursor by pressing the Control Pad and press the A Button again to flip each cake. Once the cake is ready, highlight the cake with the cursor using the Control Pad and press the A Button again to remove the cake from the stove top before it burns. It takes 3 cakes to create 1 Creaky Cake that you can share with your friends.



# Hello Kitty

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**Party Dress Up** - Hello Kitty needs to pick out an outfit. Select bandanna, clothes and shoes for Hello Kitty to wear. Press Up or Down on the Control Pad to choose the head, body, or feet. Then, press the A Button to stop the moving clothes.





## some tips



- The key to the game is increasing people's Happy Meters by talking with them, giving them items, and playing games with them.
- Try to keep your friends and family happy, you will get a better party rating.
- Remember to check your journal to see what you need to do in order to throw a successful party.
- Don't forget to decorate your party area.
- You can throw parties in many different places!
- Some items might have a negative effect on the Happy Meter.
- There is no joy greater than the gift of giving.
- Sometimes just spending time talking to people is enough to make them happy.
- Some characters prefer special items that will give a huge boost to their Happy Meters.



# Hello Kitty

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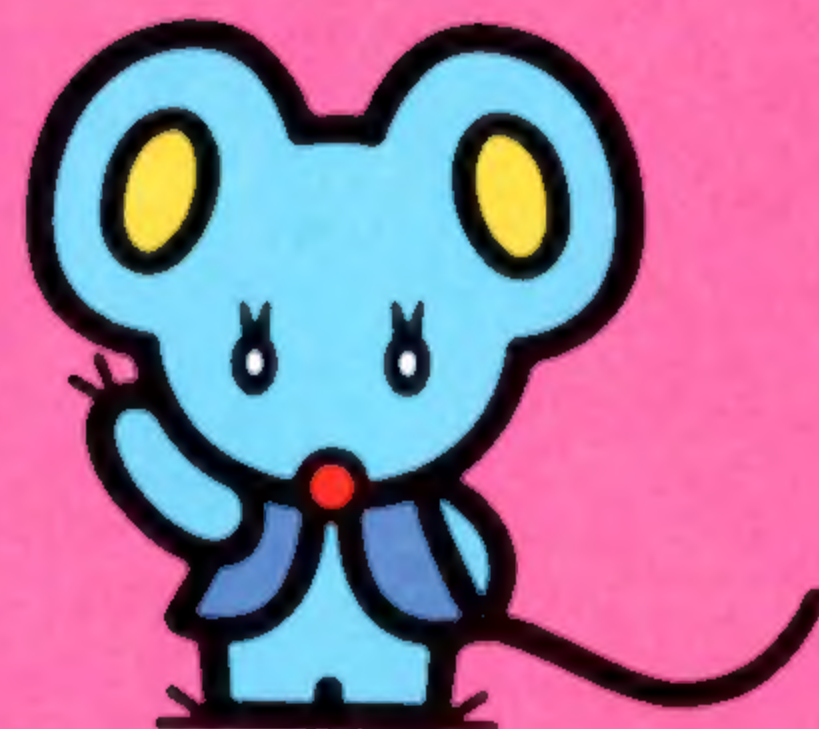
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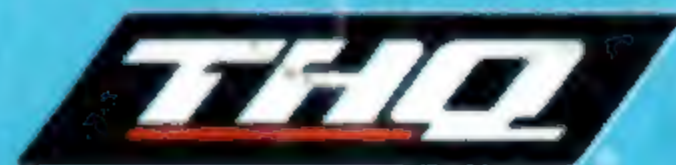
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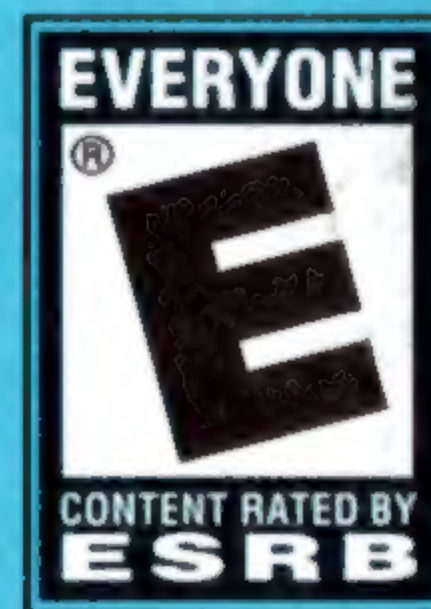


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